NICKELODEON™

JIMMY NEUTRON BOY GENIUS™

EVERYONE

CONTENT RATED BY ESRB

INSTRUCTION MANUAL

THQ

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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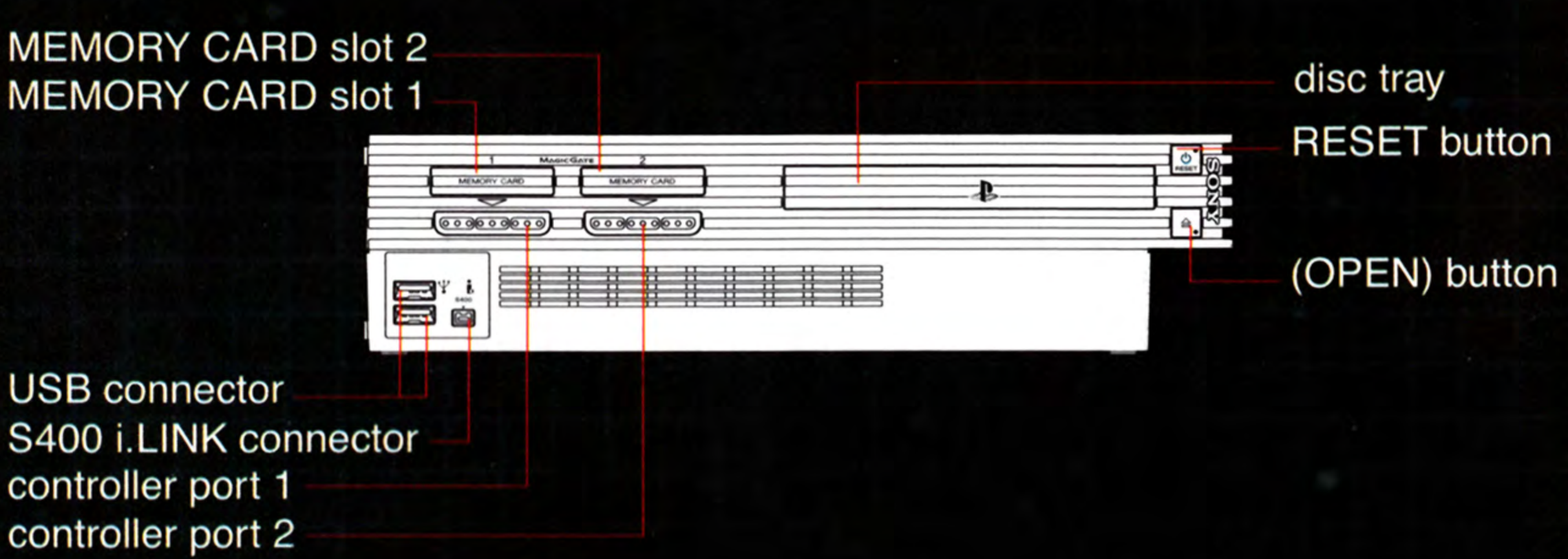
GETTING STARTED



Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the RESET button. When the power indicator lights up, press the open button and the disc tray will open. Place the Jimmy Neutron Boy Genius™ disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

MEMORY CARDS

To save game settings and progress, insert Memory Card (8MB) (for PlayStation 2) into MEMORY CARD slot 1. You can load saved game data from the same card, or any Memory Card containing previously saved Jimmy Neutron Boy Genius™ games. For more information, see LOAD/SAVE on page 9.

CONTROLS

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATION

L2 button

L1 button

R2 button

R1 button

directional buttons

△ button

○ button

× button

□ button

left analog stick
(L3 button when pushed down)

SELECT button

ANALOG mode button

ANALOG mode button

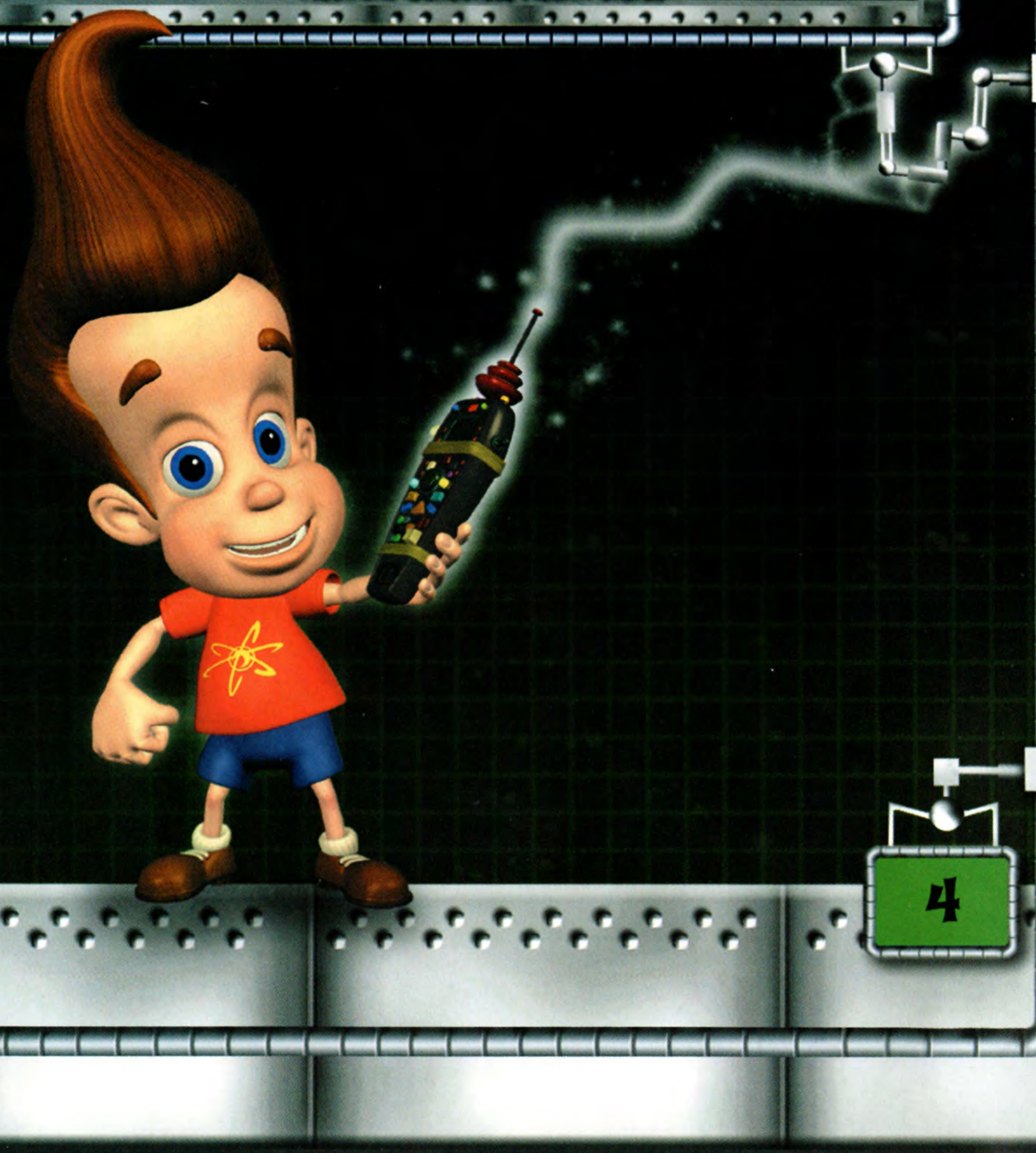
mode indicator

right analog stick
(R3 button when pushed down)

CONTROLS

GAME CONTROLS

/ Left analog stick	Walk/Run/Control Goddard Vehicles
button	Jump/Shoot Playing an Arcade Game/ Enter Sub Menus/Skip Text/Confirm Selection
button	Kick/Use Special Weapons/Activate Goddard Vehicles
button	Exit/Drop Item/Jump Off Goddard Vehicles
button	Talk to Other Characters/Scroll Through On-Screen Text
START button	Pause the Game/View Items Found, Lives Remaining, Neutrons Collected, Health Status



STORY

Help Jimmy Neutron - a "boy genius" whose inventions either raise havoc or save the day - as he embarks on an action-packed adventure accompanied by his robot dog Goddard. Recruit the other kids of Retroville in an attempt to rescue the parents from hostile aliens and save the day!

Will your inventions be enough to stop the evil Yokians?!?

MAIN MENU

After the game loads, press the START button to get to the Main Menu. From here you can start a new game, view clips in Jimmy's Secret File, view a saved game, load a previous game or change the game settings.

PLAY GAME

Ah, the top-secret door leading Jimmy to his adventures. This is where players can select which level they want to play. See Level Hub on page 10 for more information.

SECRET FILES

This is where players can view clips that have been unlocked during gameplay. See Secret Files on page 7 for more information.

OPTIONS

This is where the player can make adjustments to music, sound-effect levels and customize the controller. See Options on page 8 for more information.

LOAD/SAVE

This is where you can load previously saved games and can save a game in progress. See Load/Save on page 9 for more information.

SECRET FILES

To access movie clips you've unlocked during gameplay, character bios, and game credits, walk Jimmy up to the Secret Files cabinet using the directional buttons or left analog stick.

MOVIE CLIPS, MOVIE TRAILERS AND MORE

To access movie clips, movie trailers, and more, walk Jimmy straight down the runway to the two red doors and enter the movie theater. Once inside, you can view all the movie clips you've unlocked by using the directional buttons or left analog stick to select the clip and by pressing the ⊗ button. To exit the room, press the △ button.

PRODUCER AND GAME CREDITS

To view producer and game credits, walk Jimmy up to the control panel and screen located next to the movie theater. The credits will begin automatically. To exit, press the △ button.

CHARACTER BIOS

To learn about your favorite characters, like Jimmy Neutron and Goddard, and all the nasty villains, including King Goobot and Poultra, walk over to the left side of the room to the screen near the Jimmy in the display case. To switch between characters, press the directional button or left analog stick to the Left/Right. Once you've come to the character you want to read about, press the directional buttons or left analog stick Up/Down to scroll through the text. To exit, press the △ button.

OPTIONS

To change the controller configuration, turn on the vibration function and adjust the sound settings, walk Jimmy up to the Options doorway using the directional buttons or left analog stick, and walk through.

CONTROLLER CONFIGURATION

To change the Controller Configuration, walk to the right-hand side of the room to the floating green controller icon and stand in front of the screen. You can select between different Controller Configurations by pressing the directional buttons Up/Down. To exit, press the △ button.

VIBRATION FUNCTION

Walk over to the screen with the controller icon in the center and stand on the platform. Press the directional buttons Up/Down to turn the vibration function ON/OFF. Press the △ button to exit.

STEREO/MONO SOUND

To select Stereo or Mono sound, walk over to the screen with the headphone icon and stand on the platform. Press the directional button Up/Down to choose between Stereo and Mono sound. Press the △ button to exit.

BACKGROUND MUSIC

To adjust the Background Music volume, walk over to the screen with the musical note icon in the center. To increase the volume, stand on the platform with a "+" in the center and press the ⊗ button to jump up and down. To decrease the volume, stand on the platform with a "–" in the center and press the ⊗ button to jump up and down.

SOUND EFFECTS

To adjust the Sound Effects volume, walk over to the screen with the speaker icon in the center. To increase the volume, stand on the platform with a "+" in the center and press the ⊗ button to jump up and down. To decrease the volume, stand on the platform with a "–" in the center and press the ⊗ button to jump up and down.

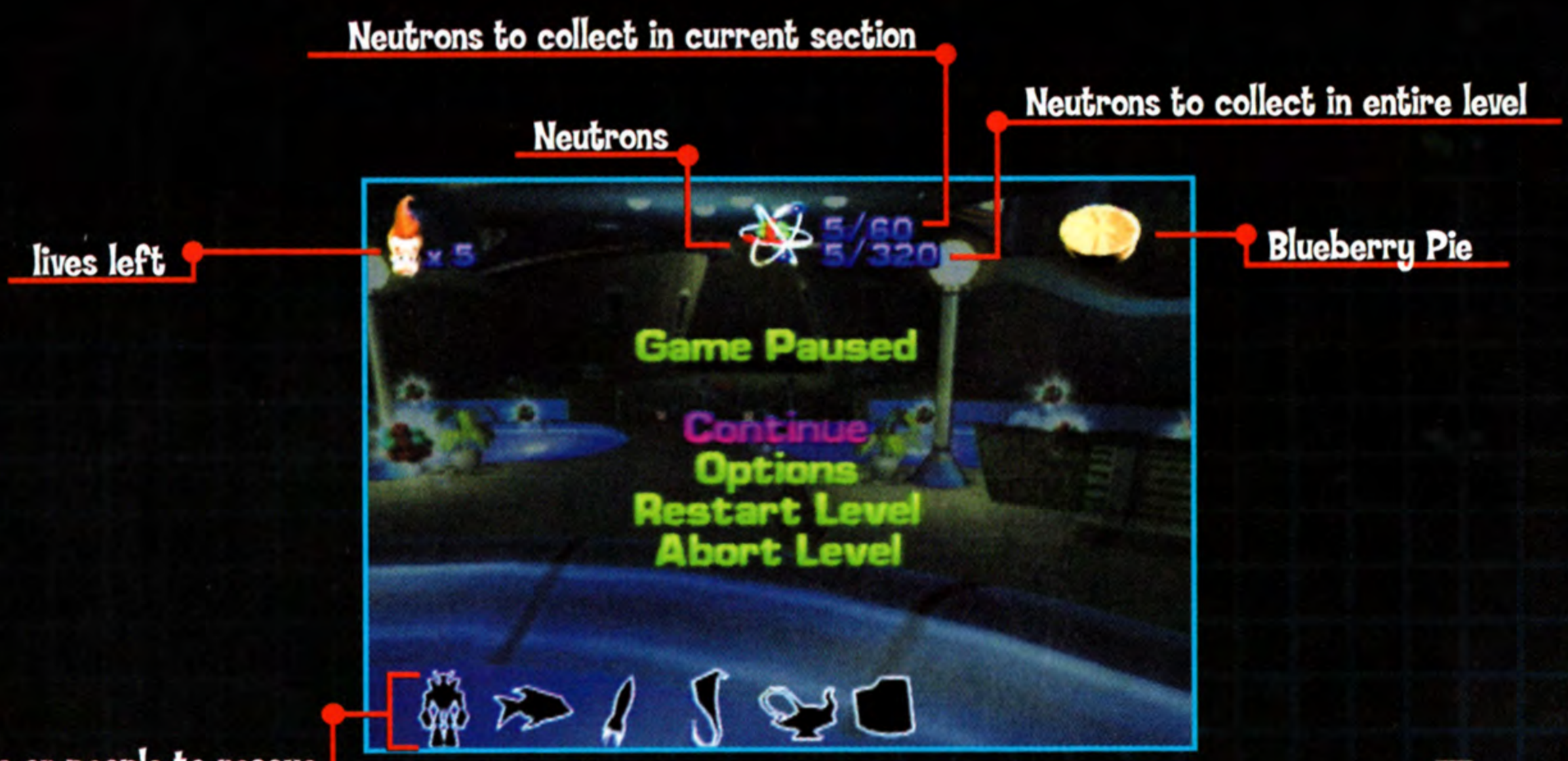
LOAD / SAVE

To load a previously saved game or to save your progress in a current game, walk Jimmy up to the Load/Save monitor using the directional buttons or left analog stick. Press the directional buttons Up/Down to select Save or Load. There are four Save slots and four Load slots to choose from. Press the △ button to exit.

LEVEL HUB

So, you want to jump in and help Jimmy save his parents and his friends' parents from the clutches of King Goobot? Well, you've come to the right place. Using the directional buttons or the left analog stick, walk Jimmy over to the level you want to play and enter the portal. Throughout each stage, Jimmy is required to find key items and prizes. Only then can he complete the level and move on to the next. Keep your eyes open for seemingly hard-to-reach areas and other secret hiding places. Only by searching every nook, cranny, crevice, and ledge will you find all the items you're looking for. Also, keep in mind that some areas within a level will only be accessible after all the appropriate items have been found.

Note: You must finish the levels in order before you can move on.



THE LEVEL SCREEN

LEVEL HUB

RETROLAND

Jimmy starts his adventure in the Retroland Amusement Park. The objective here is to grab six prizes that Nick has challenged you to find. Guide Jimmy through the different areas of Retroland to locate the goods, and then report back to Nick once you're through. Keep in mind that not all the areas in Retroland are immediately accessible. To complete a thorough search, Jimmy must first find Key Items that his friends need.

THEME PARKS

Within Retroland, Jimmy will need to visit four Theme Parks to find the hidden prizes: Mummy Area, Arabia, Crazy Mouth, and Volcano World. Each presents a unique challenge and requires a different strategy to complete.

THE MIDWAY

While searching through Retroland, Jimmy will come across this fun area. Here, he participates in a number of fun carnival-style games. Remember, you may find a couple of prizes and learn some valuable information, so don't goof off too much. Special Attractions: Batting Game, Rocket Jump, Arcade Game, Dunking Booth, Fortune Teller, and Photo Booth.

PRIZES

Ultralord Action Figure, Goldfish, Rocket, False Teeth, Cobra, Genie Lamp

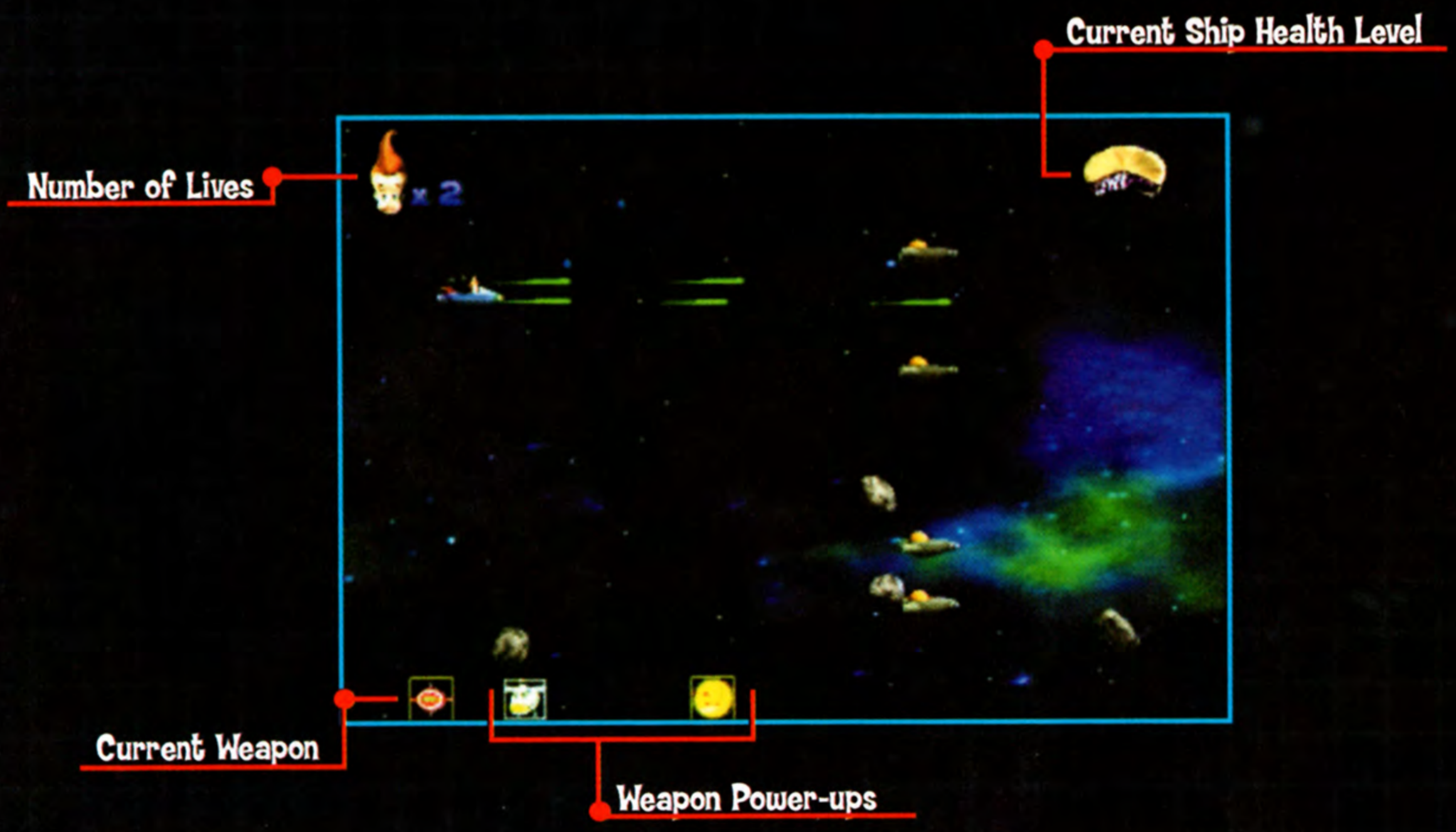
KEY ITEMS

Carl's Inhaler, Humphrey's Bone

LEVEL HUB

SPACE FLIGHT ARCADE GAME

While exploring Retroland, Jimmy may come across a Space Flight arcade game. Help Jimmy as he tries to beat the high score!



LEVEL HUB

WEAPONS

NAME	TYPE	DAMAGE	SPEED	FIRE RATE
Pellet Gun	Projectile	1	1	2
Laser	Beam	2	FAST	4
Missile	Projectile	4	2	1
Goddard Bomb	Smart Bomb	8 to all enemies	Instant	1 per 30 seconds

PELLET GUN

LASER

MISSILE

GODDARD BOMB

LEVEL HUB

POWER-UPS

NAME	EFFECT	DURATION	RARITY
Double Shot	Two FWD firing	Infinite	Very Common
Multi Shot	Adds Two Angle Firing	Infinite	Moderate
Back Shot	Adds One Back Firing	Infinite	Common
Speedy Shot	Doubles the fire rate	Infinite	Rare
Mega Shot	Double effectiveness	Infinite	Very Rare
Shield	Can't be damaged	5 seconds	Moderate
Health	One Unit of health		Common
All Heal	Full Heal		Rare

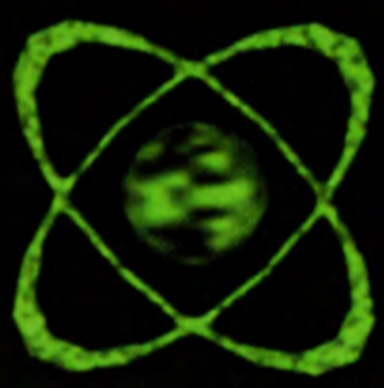
DOUBLE SHOT

MULTI SHOT

BACK SHOT

SPEEDY SHOT

MEGA SHOT



SHIELD

HEALTH

ALL HEAL

LEVEL HUB

ENEMIES

TYPE	LEVEL	HIT POINTS	WEAPON	NOTES
Asteroid	All	Based on size	none	Collision takes one health
Rammer	1	1	None	Collision takes one health
Shooter	1	2	Pellet, 1	
Carrier	1	8	Rocket, 1	
Rammer	2	2	None	Collision takes one health
Shooter	2	4	Laser, 1	
Carrier	2	16	Pellet, 2	
Rammer	3-4	4	None	Collision takes one health
Shooter	3-4	8	Laser, 2-3	
Carrier	3-4	32	Rocket, 2-3	
Boss	1	100	Combo	
Boss	2	200	Combo	
Boss	3	400	Combo	

LEVEL HUB

JIMMY'S HOUSE

Oh, no! Jimmy and his friends just discovered King Goobot's minions have stolen their parents. In order to attempt a rescue, the gang must assemble a rocket ship, which they can do only by finding parts laying around Jimmy's house. Guide Jimmy through his underground lab and inside his house to find the necessary items. But beware: Giant Ants and Yokians are everywhere!

ITEMS

Rocket Gear, Rocket Engine, Rocket Transmission

ASTEROID EXTERIOR

Jimmy and his friends found the necessary rocket parts and have jettisoned off the Earth and into space. Now, they have landed on an asteroid just outside of the Yolkus atmosphere. However, the shock of arriving on the asteroid has caused quite a fright, and all of Jimmy's friends have scattered out of fear. All except Nick, that is. Unfortunately, Nick is too cool and refuses to help. Looks like Jimmy has to save all his friends by himself, and then rally them so they can continue their rescue mission.

FRIENDS

Carl, Cindy, Rose, Nissa, Zachary

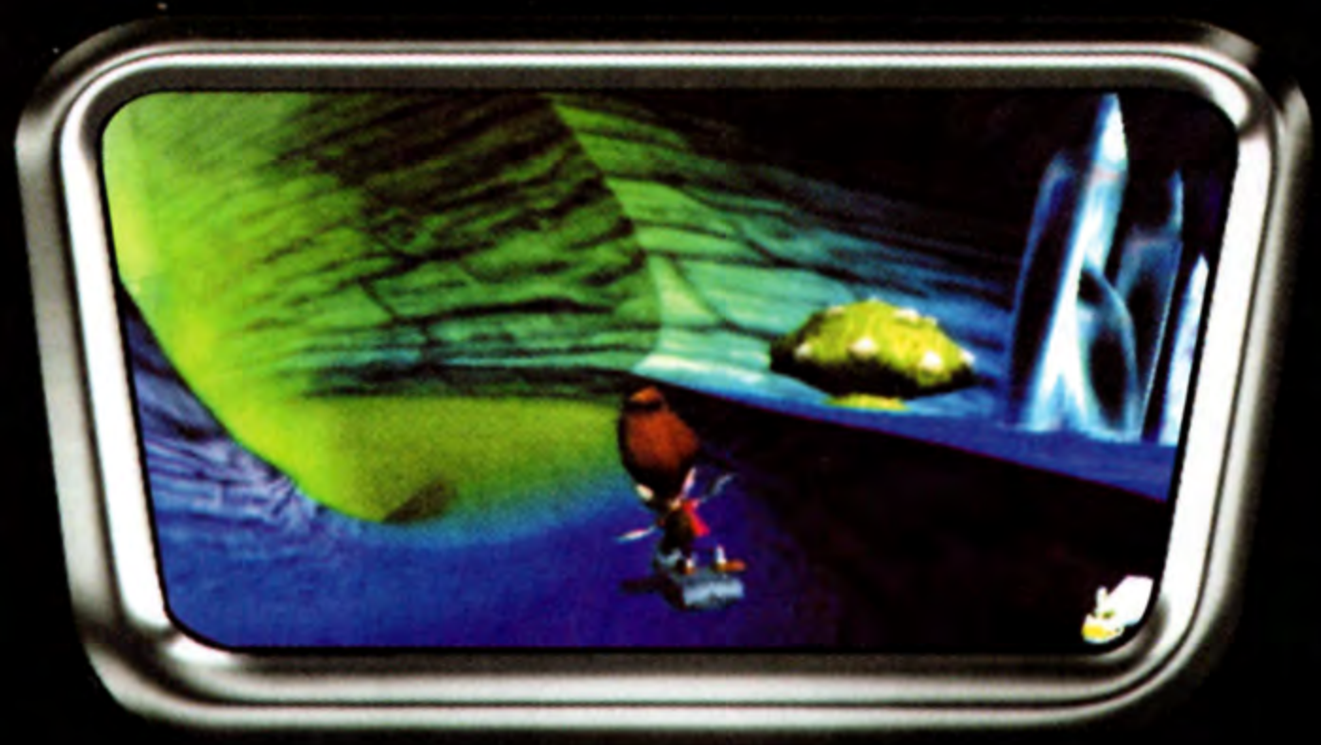
KEY ITEMS

Carl's Eyeglasses

LEVEL HUB

ASTEROID INTERIOR

Once Jimmy has gathered the gang together, he must now take on a most important objective: collect enough plutonium "fuel for the rocket ship" to leave the asteroid. Jimmy will have to navigate a wild, twisting, turning flume riding the Goddard Sled. It doesn't get any easier at the bottom, as Jimmy will have to battle and defeat an army of Yokians as well as collect three cans of fuel. Plus, Jimmy has to save what's her face, Cindy Vortex.



ITEMS

Fuel Cans

FRIEND

Cindy Vortex

YOLKUS PRIME

Now comes the real challenge. Jimmy and his pals have escaped the Asteroid and have now landed on Yolkus Prime. A geniuses' work is never done. Jimmy must now go about rescuing all his friends' parents while battling hordes of Yokians and King Goobot's right hand guy Ooblar. But wait! Jimmy also has to save his parents and defeat Poultra and King Goobot. Whew! No one said it would be easy.

FRIENDS' PARENTS

Sam, Grace, Reggie, Carl's Mom, Carl's Dad, Cindy's Mom

JIMMY'S PARENTS

Hugh and Judy Neutron

PICK-UPS AND INVENTIONS

Throughout the adventure, Jimmy will be able to pick up and use certain items and inventions. Once you've acquired an invention, press the ■ button to activate it. However, you can only use Jimmy's inventions for a short time before they disappear.

BLUEBERRY PIE

To replenish Jimmy's health, collect the pieces of pie you find in the level.

NEUTRONS

Collecting Neutrons is the key way to gain certain goodies. By collecting 10 Neutrons, you are awarded an extra life.

SHRINK RAY

This is a very effective invention that shrinks your enemies to the point of nonexistence. To use the Shrinking Ray, stand in front of your target and hold down the ■ button.

PICK-UPS AND INVENTIONS

INFLATO RAY

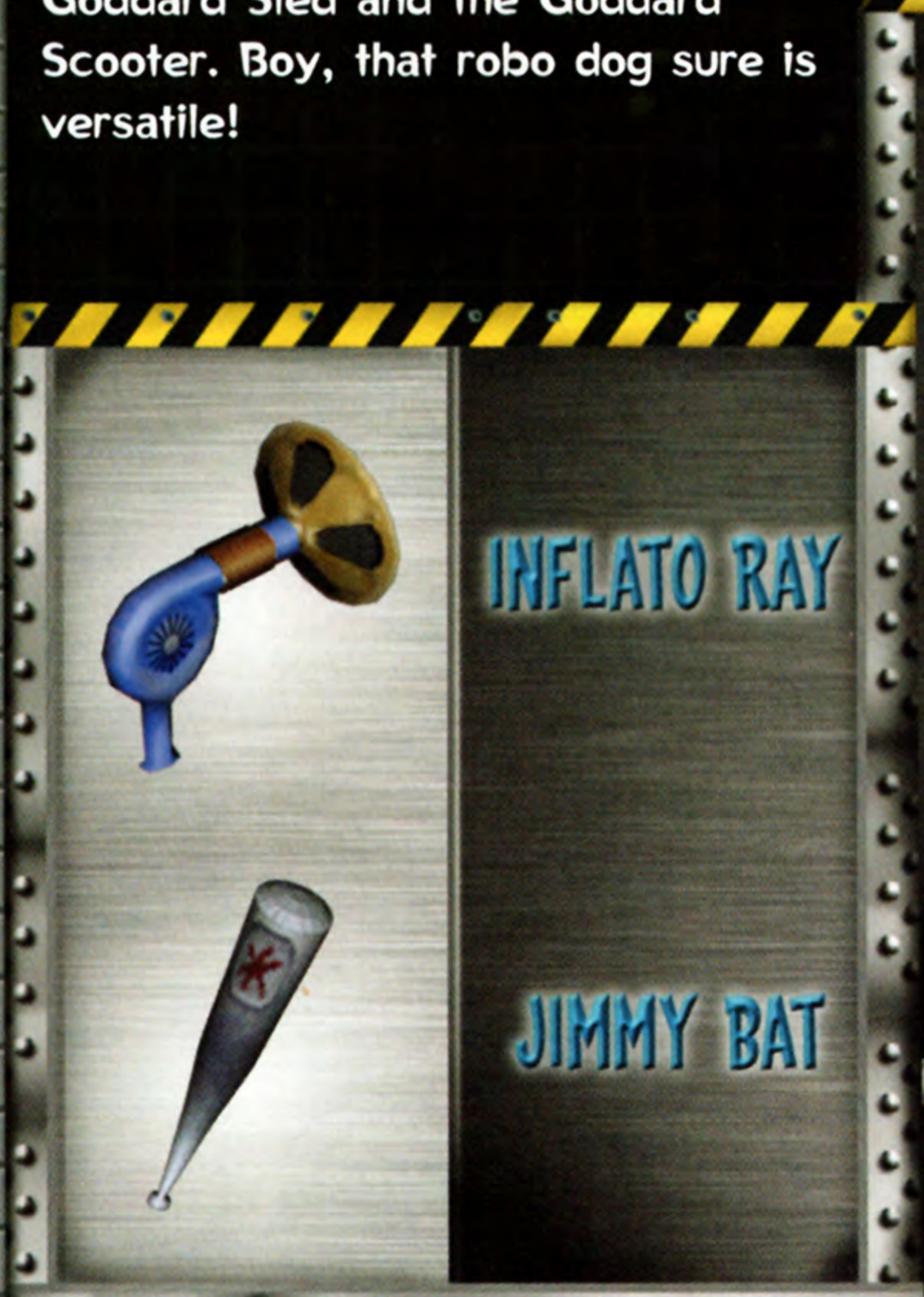
This invention produces the opposite effect of the Shrink Ray as it inflates your enemies to gigantic proportions until they explode. To use the Inflato Ray, stand in front of your target and hold down the ▣ button.

JIMMY BAT

When it's time to break a few Yokian shells, there isn't a more effective invention than this shiny one. To use the Jimmy Bat, stand in front of your target and press the ▣ button.

GODDARD VEHICLES

In addition to Jimmy's inventions, you'll also use many Goddard Vehicles in certain situations. Be on the look out for the Goddard Pogo, the Goddard Sled and the Goddard Scooter. Boy, that robo dog sure is versatile!



THE CHARACTERS

Get to know Jimmy and some of his pals. While you're at it, might as well read a bit about the goons you have to challenge. Knowledge is power.

JIMMY

Just your average, everyday pre-teen super genius. Jimmy built his own fully-functioning (usually...) robotic dog for the science fair. More often than not, his experiments and inventions backfire, forcing him to scramble for a solution before his parents, teachers, or NASA find out what he's up to. Even when disaster looms, Jimmy never gives up – he always figures it'll just take one more little tweak for everything to work perfectly.

GODDARD

Goddard is the best friend a boy can have, considering he's made of sprockets, circuits and widgets instead of fur, slobber, and fleas. He can transform into a variety of useful tools for Jimmy – he's like a hi-tech, barking pocket knife! Goddard likes to eat cans for breakfast, and for some reason he still can't resist chasing cats.

CARL WHEEZER

Carl's a big teddy bear who will do anything for his best friend Jimmy including acting as a test subject for some of his experiments. Even though Carl's allergic to just about everything and suffers many bumps and bruises, not to mention getting car sick by just looking at a parked car, he always comes out okay and glad for the ride.

THE CHARACTERS

NICK DEAN

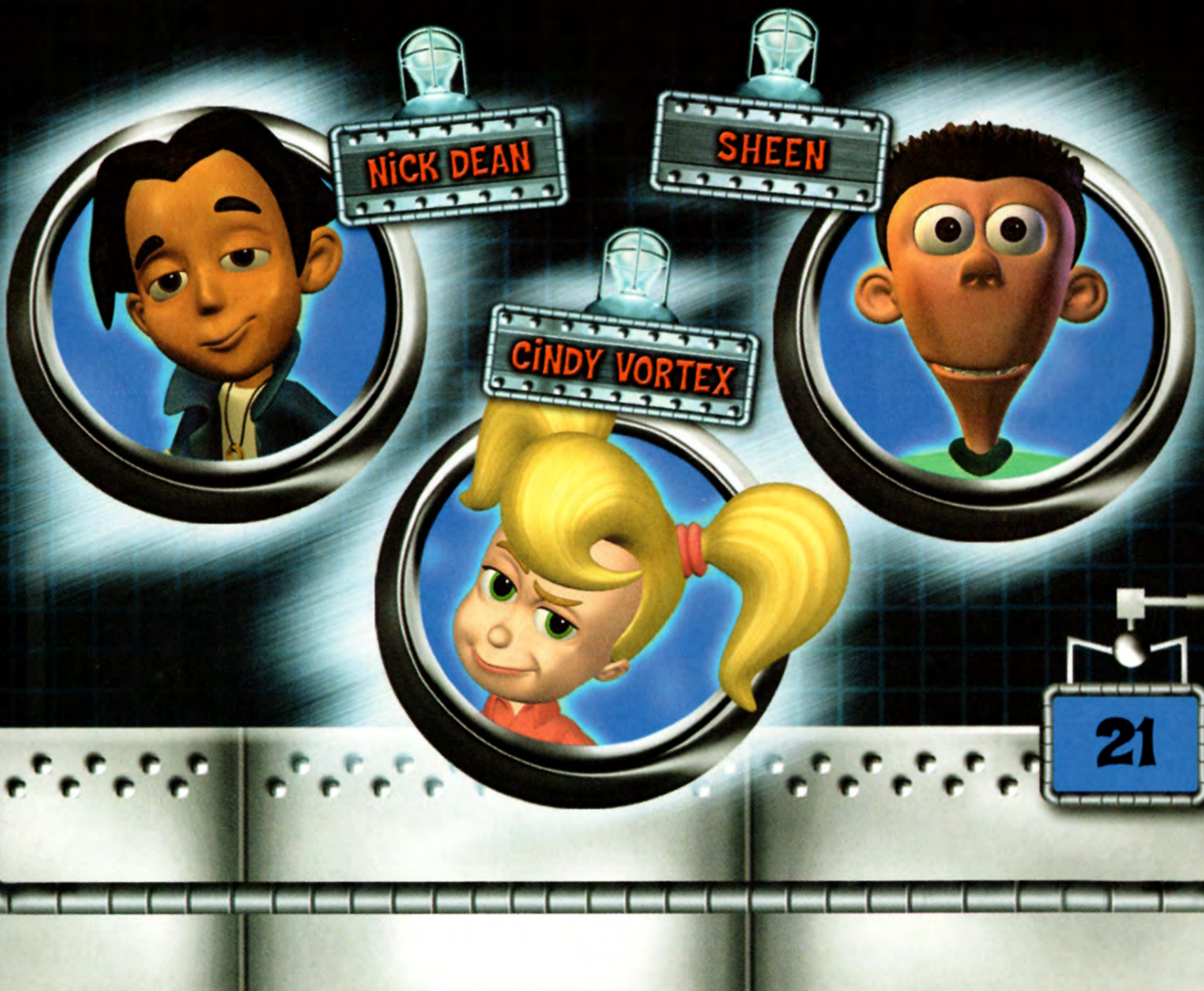
Nick is Mr. Cool Guy, at least in his own mind, and always seems to have something cool to do, say, or wear. He likes to give "mature" advice on how to handle things to our guy Jimmy, but the jury is out on just how good most of his advice is.

CINDY VORTEX

Cindy used to be the smartest kid in class – that was until he moved across the street. Even though Cindy is at odds with Jimmy, usually arguing over who's smarter, not to mention the whole Guy vs. Girl thing, one could say they have a mutual respect for each other.

SHEEN

Jimmy's close friend, Sheen is totally obsessed with the Ultra Lord television series and is trying to collect all of its merchandise (including every one of the many action figures!). He is so obsessed with Ultralord that he never stops talking about it – even when he sleeps! Sheen can relate any conversation to Ultralord in some way, shape or form – he actually longs to be Ultralord! The obsession aside, he's full of optimism and always believes the impossible can happen.



THE CHARACTERS

OOBLAR

He's King Goobot's right-hand guy, that's almost always found quoting laws from the Book of Yolk. Whatever the King needs, Ooblar probably got it for him five minutes ago. As loyal as he is though, Ooblar is extremely jittery and excitable, and often finishes the King's sentences or somehow upstages him. If it weren't for the fact Ooblar is the King's brother-in-law, Ooblar would have been zapped by Goobot's Doom Stick a long time ago.

KING GOOBOT

Supreme ruler of the Planet Yolkus, King Goobot governs a world inhabited by gooey egg people called Yokians. He is short-tempered, extremely evil, and NEVER wrong! King Goobot always has to win, or he'll take his ball and go home. More likely than not, he'll just incinerate the other players or something.

THE CHARACTERS

POULTRA

All hail Poultra, the Yokian's all powerful and mighty chicken god. Once Poultra is hatched, he will be quite hungry – and nothing is more appetizing to him than human adults. Jimmy's parents and his friends' parents will do nicely. Beekaw!

YOKIANS

Green blobs of gunk, Yokians rely on hovering glass and metal pods for transportation. Yokians live on the Planet Yolkus and are ruled by none other than King Goobot.

Sponge-Tingling Adventure!

PlayStation 2

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Extra Bonus Footage!

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AVAILABLE FALL 2002

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Royal Ransom

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Entering Worlds of Imagination!

Angelica has proclaimed herself Queen of the Play Palace 3000 and taken the Rugrats' most prized possessions. Join Tommy, Chuckie and the rest of the Rugrats as they wander through magical worlds to reclaim what is rightfully theirs!

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PlayStation.2

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NOTES

CREDITS

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Rob Paulsen

Nick
Candi Milo

Cindy
Carolyn Lawrence

Libby
Crystal Scales

Sheen
Jeff Garcia

Judy, Benny, Vox
Megan Cavanaugh

Hugh
Mark Decarlo

Goddard
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